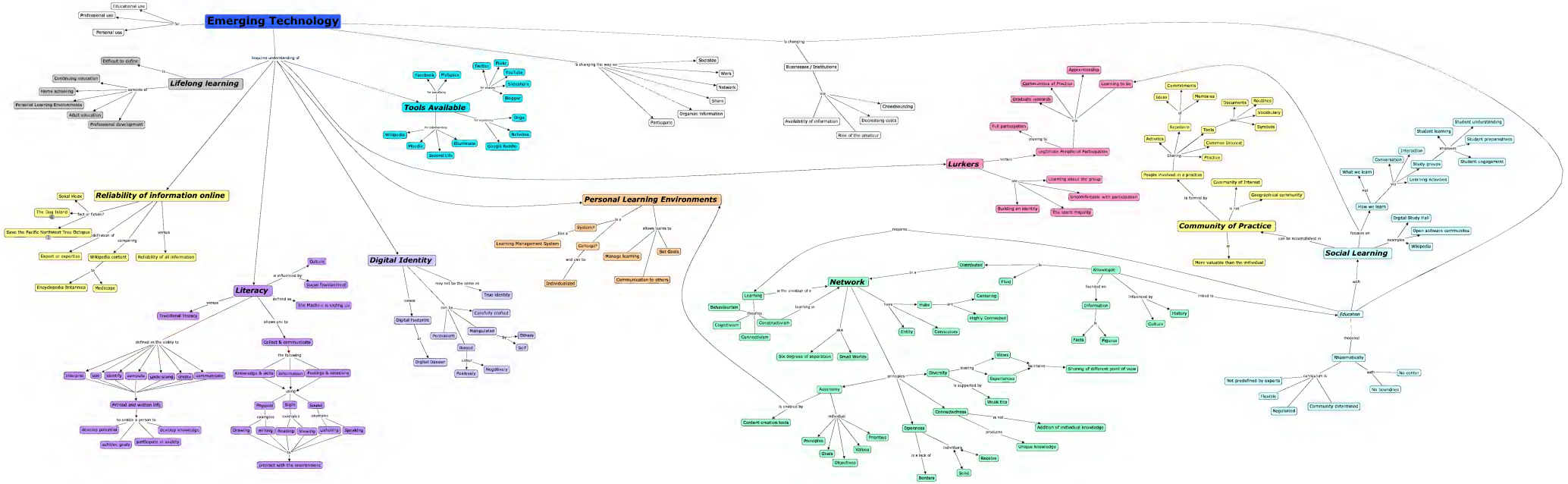
Emerging Technology
Educational use
Professional use
Personal use
for
Lifelong learning
Difficult to define
is
Continuing education
Home schooling
consists of
Personal Learning Environments
Adult education
Professional development
Requires understanding of
Reliability of information online
Sokal Hoax
The Dog Island
fact or fiction?
Save the Pacific Northwest Tree Octopus
derivation of
comparing
Expert or expertise
Wikipedia content
versus
Reliability of all information
to
Encyclopedia Britannica
Medscape
Literacy
defined as
Culture
is influenced by
Social Environment
The Machine is Using Us
versus
Traditional literacy
allows one to
Collect & communicate
the following
Knowledge & skills
Information
Feelings & emotions
using
Physical
Sight
Sound
examples
Drawing
writing
Reading
Viewing
Listening
Speaking
curiosity
Interact with the environment
defined as the ability to
Interpret
use
identify
compute
code/decode
create
communicate
Printed and written info
to enable a person to
develop potential
develop knowledge
achieve goals
participate in society
Tools Available
for networking
Facebook
MySpace
for sharing
Twitter
Flickr
YouTube
Slideshare
Blogger
for organizing
Diigo
for collaborating
Wikipedia
Moodle
Elluminate
Second Life
Netvibes
Google Reader
Is changing the way we
Socialize
Work
Network
Share
Organize Information
Participate
Digital Identity
may not be the same as
True Identity
leaves
Digital Footprint
can be
Carefully crafted
Manipulated
Stolen
Permanent
by
Others
Self
or
Digital Dossier
either
Positively
Negatively
Personal Learning Environments
is a
System?
Ecology?
like a
Learning Management System
and can be
Individualized
Manage learning
allows users to
Set Goals
Communication to others
Is changing
Businesses / Institutions
via
Crowdsourcing
Decreasing costs
Rise of the amateur
Availability of information
Lurkers
versus
Legitimate Peripheral Participation
moving to
Full participation
via
Apprenticeship
Learning to be
Communities of Practice
Graduate research
Learning about the group
Uncomfortable with participation
Building an identity
The silent majority
Community of Practice
Commitments
Issues
Members
Documents
Routines
Vocabulary
Symbols
like
Resources
Tools
Common Interest
Activities
sharing
Practice
People involved in a practice
is formed by
Community of Interest
Geographical community
is not
More valuable than the individual
can be recapitulated in
Social Learning
Student understanding
Student learning
Student preparedness
Interaction
organizes
Conversation
Study groups
Student engagement
What we learn
Learning activities
via
not
How we learn
focuses on
Digital Study Hall
Open software communities
examples
Wikipedia
with
Education
Rhizomatically
Not predefined by experts
Flexible
Negotiated
Community determined
with
No center
No boundries
Network
requires
in a
Distributed
Fluid
Behaviourism
as the creation of a
Learning
theories
Cognitivism
Constructivism
Connectivism
learning in
Knowledge
founded on
Information
Facts
Figures
influenced by
History
Culture
linked to
Hubs
have
Centering
Highly Connected
Entity
Connectors
like
Six degrees of separation
Small Worlds
principles
Autonomy
is created by
Content creation tools
individual
Principles
Goals
Objectives
Values
Priorities
Diversity
leading
Views
Experiences
facilitates
Sharing of different point of view
is supported by
Weak ties
Openness
is a lack of
Barriers
individuals
Receive
Send
Connectedness
is not
Addition of individual knowledge
produces
Unique knowledge